Fig. 1

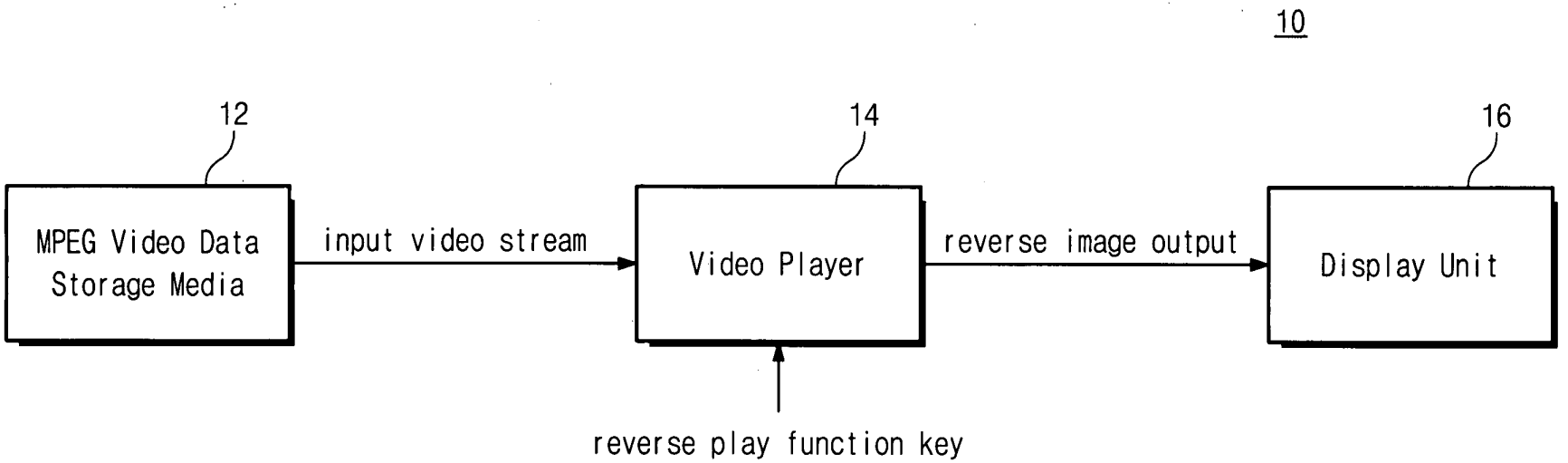

10
12
14
16
MPEG Video Data Storage Media
input video stream
Video Player
reverse image output
Display Unit
reverse play function key

Fig. 2

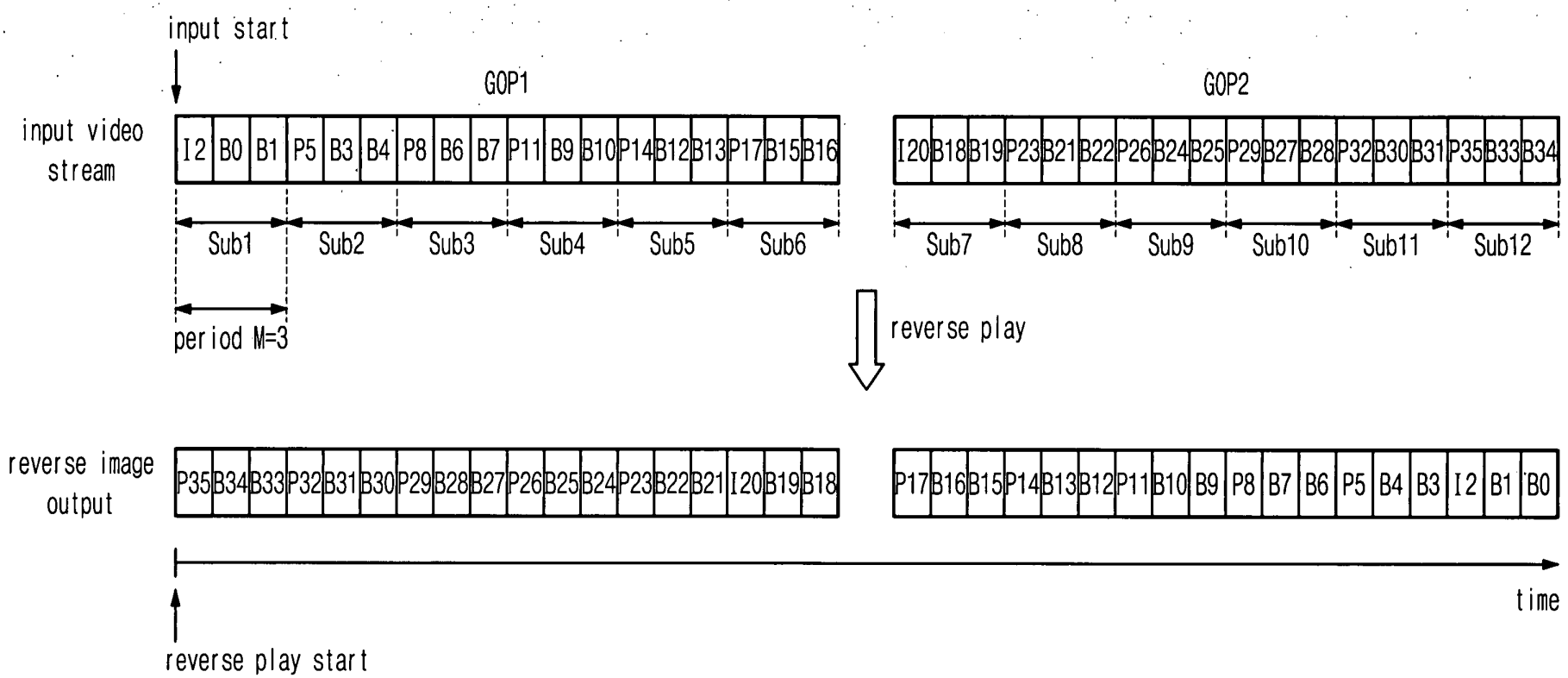

input start
GOP1
GOP2
input video stream
I2 B0 B1 P5 B3 B4 P8 B6 B7 P11 B9 B10 P14 B12 B13 P17 B15 B16
I20 B18 B19 P23 B21 B22 P26 B24 B25 P29 B27 B28 P32 B30 B31 P35 B33 B34
Sub1 Sub2 Sub3 Sub4 Sub5 Sub6
Sub7 Sub8 Sub9 Sub10 Sub11 Sub12
period M=3
reverse play
reverse image output
P35 B34 B33 P32 B31 B30 P29 B28 B27 P26 B25 B24 P23 B22 B21 I20 B19 B18
P17 B16 B15 P14 B13 B12 P11 B10 B9 P8 B7 B6 P5 B4 B3 I2 B1 B0
time
reverse play start

Fig. 3

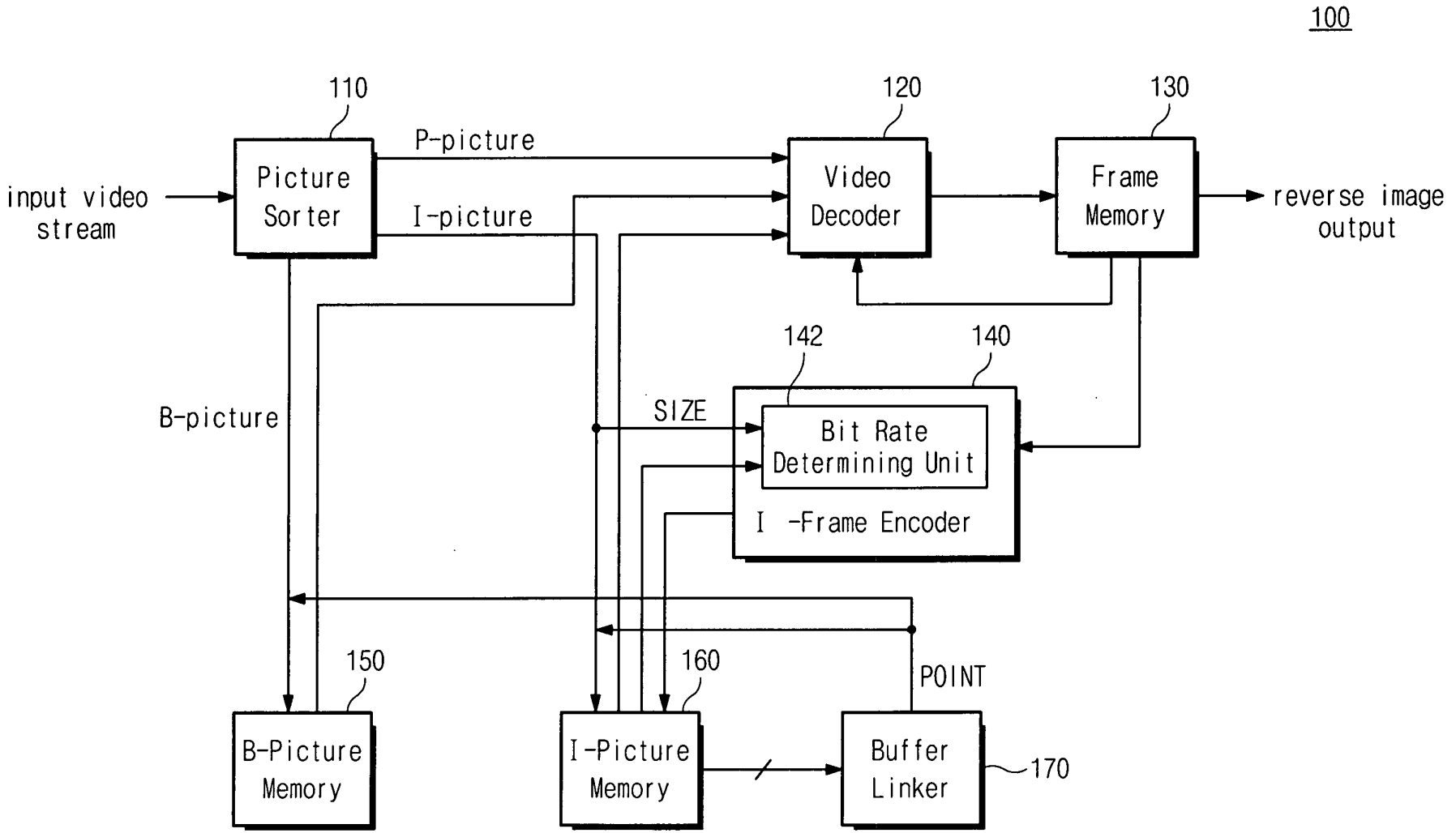

100
110
120
130
input video stream
Picture Sorter
P-picture
I-picture
Video Decoder
Frame Memory
reverse image output
142
140
B-picture
SIZE
Bit Rate Determining Unit
I -Frame Encoder
150
160
POINT
B-Picture Memory
I-Picture Memory
Buffer Linker
170

Fig. 4

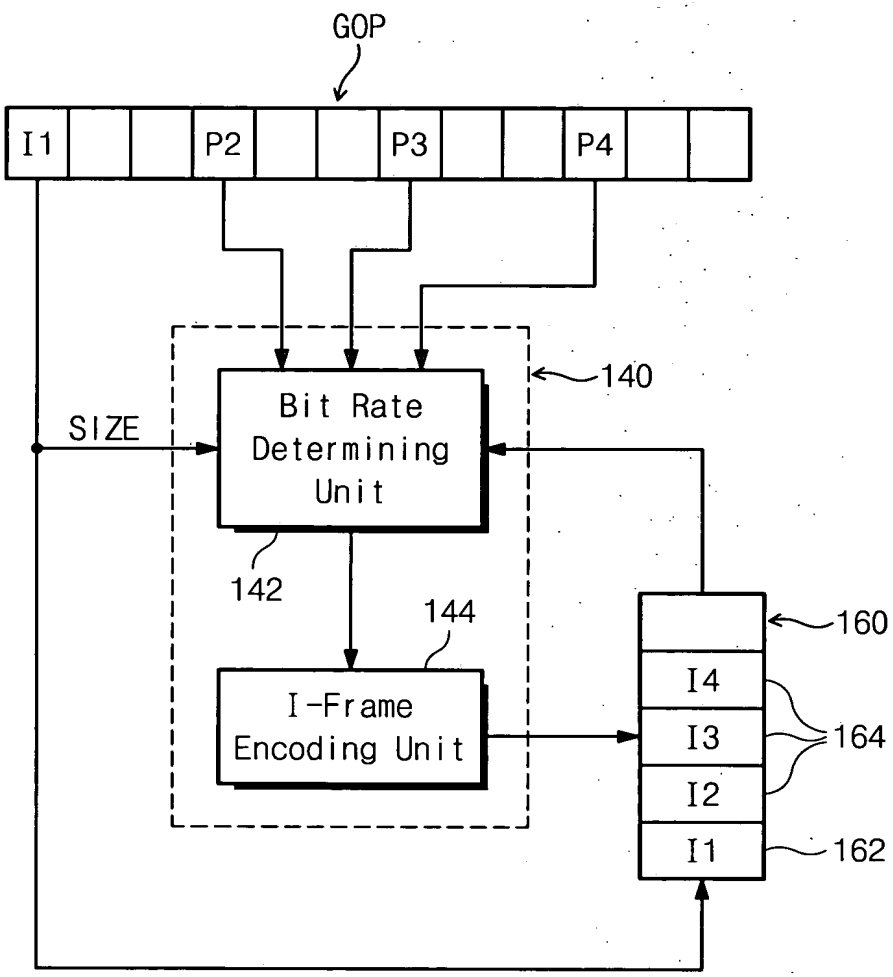
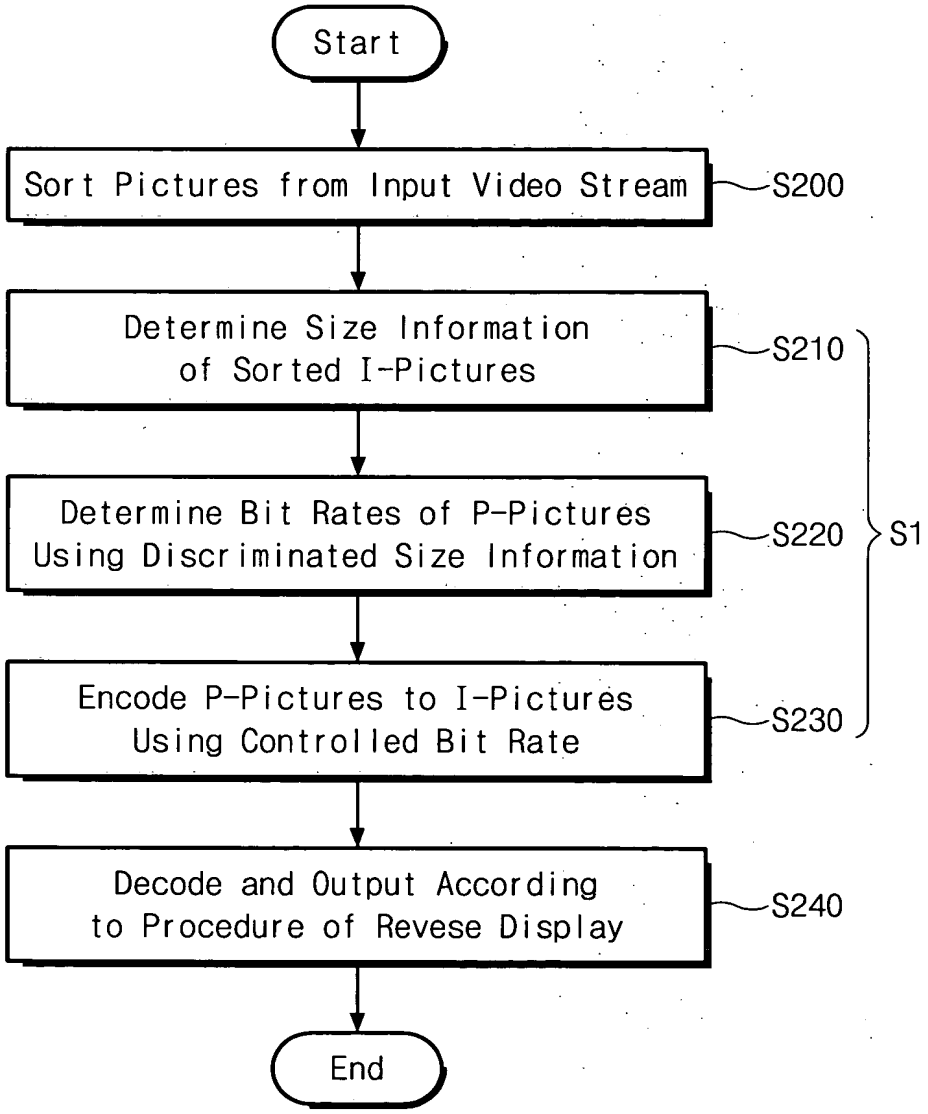

GOP
I1
P2
P3
P4
140
SIZE
Bit Rate Determining Unit
142
144
I-Frame Encoding Unit
160
I4
I3
I2
I1
164
162

Fig. 5


Start
Sort Pictures from Input Video Stream
S200
Determine Size Information of Sorted I-Pictures
S210
Determine Bit Rates of P-Pictures Using Discriminated Size Information
S220
S1
Encode P-Pictures to I-Pictures Using Controlled Bit Rate
S230
Decode and Output According to Procedure of Revese Display
S240
End